

COMMODORE PARTNERS' PROGRAM

Bill Raecke, MCCC

Many of us have been helping to sell Commodore products for years. As part of a new relationship which Commodore plans to institute between itself and its authorized user groups, Max Toy, President and CEO of Commodore Business Machines, has informed us of a new Partners promotion. It is a way for all of us to cash in on what we have been doing for years now anyway.

For each Amiga 2000 that a member of an official Commodore User Group helps sell between now and the end of July, 1988, he or she will receive \$200 in "Commodore Credits". For an Amiga 500, the amount of "Commodore Credits" will be \$50.

Here is the way it works:

1. In order to participate, you must be a member of the club.
2. When your friend gets ready to purchase the Amiga, obtain a form from the club. These will only be provided on an as-needed basis as they are in rather short supply. You may contact Harold Williams (483-0537), Bill Raecke (465-2014), or John Malmstrom (282-6158) for a copy of the form. Please note that these are multiple part forms and cannot be duplicated.
3. Fill out the member portion of the form.
4. Accompany your friend to an authorized Amiga dealer.
5. After your friend purchases his machine, he or she will complete the buyer portion of the form. The store manager will then verify the purchase by completing that portion of the form.
6. Return the completed form to the person you got it from along with a copy of the sales slip and the warranty card.
7. The form will be verified and returned to Commodore.
8. Certificates for the appropriate amount of "Commodore Credits" will be mailed directly to each participating member in September. You will then make out your order form and return it and the certificate (along with a certified check for the balance due, if any) to Commodore. Cont. p. 3

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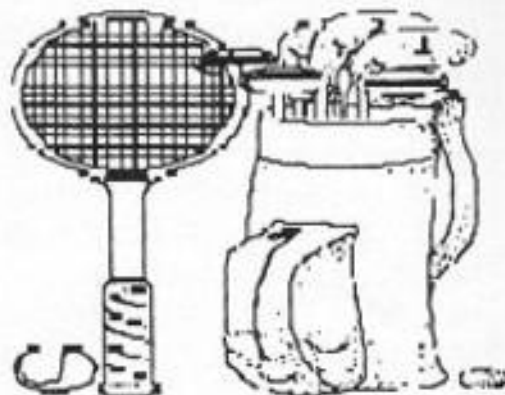
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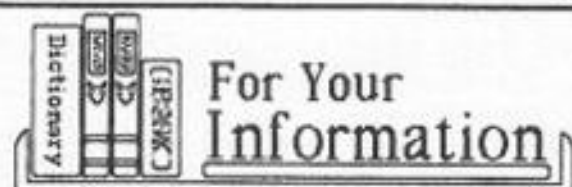
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Vanessa Bennett, MCCC NEWS Editor

REDUCED ADVERTISING RATES

In May, the Board of Directors approved reducing the rates for advertisements in the MCCC NEWS. The ads MUST be delivered to the editor CAMERA READY. The new rates are:

Single Month:	3 Consecutive Months:
Full page - \$30	----- \$81
Half page - \$15	----- \$40
Quarter page - \$10	----- \$27
Business card - \$5	----- \$13

NEW LOCATION FOR BOARD OF DIRECTORS MEETING

We have managed to find better and cheaper facilities at the North Richland Hills Community Center located just east of Loop 820 and Rufe Snow Drive on the east bound service road. We will be in the east building. Just take the Rufe Snow exit from the eastbound or westbound North Loop 820 - you can't miss it. Remember that all MCCC members are invited and encouraged to attend Board of Directors meetings. SCHEDULE OF BOARD OF DIRECTORS MEETINGS June 4 June 25 August 6 August 27 October 1 November 5 December 3

Note that meetings are scheduled for the first Saturday of each month except July and September. The meetings for those months are scheduled one week in advance (the last Saturday of June and August) to avoid conflicts with holidays. Our meetings time is 10:00 am. -- JOHN MALMSTROM, Secretary MCCC

NEWS ARTICLES AND REVIEWS

I want to thank all the members who have written and/or contributed articles and reviews to the MCCC NEWS. Please continue. Nothing pleases me more than to have our newsletter articles written by our members. I would like to see our AMIGA users have more input. So, please get with it and let us hear from you!!! Vanessa

SOUTH CENTRAL COMMODORE SHOW

Edward L. Wilson III, Show Chairman

As I write this, we are in the hectic middle of parcelling out tables as exhibitors send in their registrations and copy for the show catalog and brochure. We will be having workshops and seminars on Desktop video, professional video and music, programming in various languages, Desktop publishing and CP/M, plus demonstrations of what real people are doing with their computers spread over two days. We are expecting such folks as AvantGarde(Benchmark), NewTeK, Brown-Waugh, Gold Disk, Spirit Technologies and others on June 11.

The list of activities we'll be having at the show is pretty ambitious for a user group. None of it would be possible without the access to INFOMART and its facilities afforded by SCOPE's participation in the Computer Council of Dallas. Without this access, we simply would not be able to afford the deposit required to rent an exhibit hall. Exhibits by retailers, hardware and software manufacturers are the backbone of the show. Also important has been the cooperation of user groups such as MCCC in getting the word out to folks all over the region.

In addition, we will be having get togethers with user group folks from all over the area to share our experiences and look for ways we can further cooperation and have fun with new and old friends around the region.

PARTNERS Cont. from p. 1

9. You may not combine or transfer credits between members.

10. The User Group President in each of the four Commodore Sales areas whose group receives the most Commodore Credits will be the guest of Commodore at the Fall Comdex in Las Vegas.

11. The member who receives the most Commodore Credits will also be the guest of Commodore at the Fall Comdex and will also be awarded 500 software titles for the Amiga at a special presentation.

That's the promotion package. Sounds to me like a good deal for everyone. And I think Commodore deserves a round of applause for their recognition of User Groups as a driving force in the marketplace - first through their Amiga software deal last year and now through this promotion. I don't know of any other company which has supported user groups to this extent. It's nice to be appreciated. Now let's get out there and sell those Amigas!

WHAT'S NEW IN THE WORLD OF C-64/128 SOFTWARE

Cheryl Howard, MCCC

This month, let's take a look at some equipment along with software now on sale at Babbage's.

Cinemaware Corporation, producers of interactive movies for computers, presents WARP SPEED by Alien Technologies, Inc. This is not a new space adventure as the name might imply, but a great new fast load cartridge for both the C-64 AND the C-128. That's right, it works on both systems, all it takes is the flip of a switch.

This nifty little cartridge has many features the ever popular FAST LOAD by Epyx does not have. Along with the fast load/save/verify, DOS wedge, you have several utility commands, a copier which uses one or two disk drives, a machine language monitor and sector editor. Another nice feature is the Disk Auto Menu which allows you to load the directory of a disk, cursor the highlight bar down to the program you want and load that program with the press of a key. In the copier modes, if the 'View Directory' option is chosen from the sub-menu, the system reads the directory from both drive 8 and drive 9.

How many times have you wanted to print a text file or 'Read Me' file without having to load up your word processor? Warp Speed's screen dump allows you to do just that. There is even an "un-new" command to restore Basic programs after a new command or after using the reset button located on the top of the cartridge. A twelve page manual comes with the cartridge that is very informative although it helps to have had previous experience with a fast load type cartridge. This cartridge was tested on both a C-64 and on a 128 and worked equally well. I was so impressed that I bought it. It will work with about 99% of the software on the market today.

For you "BREAKOUT" fans, Mindscape has released "BLOCKBUSTER". As you enter the game, you find yourself trapped in a myriad of walls which you must destroy one brick at a time. Sometimes aliens fall from the sky to deflect your shots and just generally get in your way. But on the good side, special tokens are released occasionally to be used to purchase weapons to help break down the brick wall. After you destroy the first wall, you only have 79 more to go. After every 10 screens, passwords appear. If you memorize them and type one in at the start of the game, you can jump to more advanced

screens. There is also a built in Screen Designer to design up to 48 of your own personal screens.

This program is not for adventure buffs, as it is not taking you on a quest, however anyone looking for a good 'Pinball' type program will love it!

On a negative note, I was quite disappointed with Cinemaware's "THREE STOOGES." The opening credits were excellent and the voices of Larry, Curly and Moe were authentic, but once you get past that, the game itself is BORING!!! Once you throw a few pies, slap each other around, and race through the hospital on a gurney, there just isn't anything else going for this program except the name.

Since I like to close on a positive note, for all you computerists wanting to improve you typing, consider "MAVIS BEACON TEACHES TYPING". I only had this program for a short while and didn't get to completely go through all the options, but was very impressed by what I did get to do. This is not an arcade game typing program, although she does include a game of sorts. You are in a classroom atmosphere with excellent 2D and 3D graphics. Each lesson is analyzed and you work on your weakness instead of sitting down typing endless phrases and trying to shoot down meteors. There is a metronome to help you type in an even rhythm and a clock for timed typing. The game option has you driving down the highway typing the letters that appear in the sky in front of you. The object is to simply stay in front of the car behind you. This is an excellent program which takes you from beginning through advanced typing.

As the movie critics would say--on a scale of 1(Bad) to 10(Excellent), Warp Speed rates a 10, Blockbuster--8, Three Stooges--2, and Mavis Beacon Teaches Typing--10.

Until Next Month-----



About the MCCC BBS Okley Moss, MCCC SYSOP

MCCC has in operation two Bulletin Boards. One is so called the Graphic or CCGMS Board, which allows the drawing of color pictures while off line and then sending them to the board. It is basically used by 64 users and 128 users in 64 mode. It has E-mail, message base, reference files as well as upload and download files available. It requires a special terminal program that logs you on with a password that you don't have to worry about. It also scratches the old and writes a new password each time you access the board, making it almost impossible that someone other than official users can log on the system. This system offers 300/1200 baud and Punter Protocol for downloading. It maintains a metro number: 268-4196 and is in operation 24 hours 7 days per week. It has been in operation almost 3 years. It currently is running about 8 calls per day. Give it a call and help keep it active.

The other board is generally referred to as ASCII and is available to all computers using a terminal program of your choice in ASCII mode. It supports XMODEM in various styles as well as Kermit. It has a much larger base for uploads and downloads, E-mail, message base and reference files. You maintain your own password and are able to change it as desired. It is 300/1200/2400 baud and maintains a metro number: 268-4191 and is operational 24 hours 7 days per week. It has been in operation about 18 months.

There are currently 154 subscribers and about 6 per cent users on the Graphic board and 20 per cent on the ASCII board on a daily log. The cost of operation for both boards is about \$85.00 per month for telephone and electricity. We have some excellent Asst. SYSOPS to help: Bill Raecke, Harold Williams and John Malmstrom. Remember what you don't use you could lose, so load up your favorite terminal and give the boards a call! Show us that it is monies well spent.

THE MCCC LIBRARY DISK CATALOGER Tony Velez, MCCC Librarian

I have been asked by several people, how to use the MCCC library disks so that they can choose the disks they want copied while at home before they attend their chapter meetings. Since this will save time and insure that you will get the disks you want I will explain how to use the cataloger program to

view the directories on the library disks. There are several different things you can use the cataloger program for but I will cover only what you need to know to view the directories.

First you should realize that the MCCC library disks do not have the actual programs on them so you can't try them, the library disk only has the directories of the disks in the library. You can only see the names of the programs in the library so that you can pick the disks that has the program or programs you want to try.

Get a copy of one of the library disks (for example #5) put it in your disk drive (this pgm can only be used with a c-64) load and run the cataloger pgm which is the first one on the disk. The first screen you see asks for a secondary printer address but you can disregard it if your printer accepts 1525 commands or you don't want a hard copy of the directories. Hit the return key to get to the main menu. There are several options in the main menu but since all we want to do is to check the directories we will start with F7 (utility page). Hit F7 and we will be in the Utility submenu, again there are several options but F1 (view a directory) is what we want. Hit F1 and the directory of the library disk will be loaded and will scroll up on your monitor so you can see the titles of the disks (not the programs) that are in the library. The space bar will allow you to stop and start the scrolling so you can read it. Find the title of the DISK that seems of interest to you and write down the first 3 numbers in the title name. (example 721) After viewing the entire directory and noting the 3 digit numbers of the programs you want, hit return to go back to the utility submenu.

Hit F7 to return to the main menu. Now hit F1 (read catalog disk), the screen will change and request the MCCC catalog number (3 digits) of the disk you want to view. ***xD** Enter the numbers and hit return. The program will get and load the directory on the screen and when the screen is full it will stop the scrolling automatically. Each time you hit any key the screen will scroll up 10 lines until there are less than 10 lines left in the directory, then it will scroll up one line after you hit any key. - p.6



LIBRARY DISK CATALOGER cont.

If you requested disk #721 you see the disk name "C128 PD Games,BG" and the programs on that disk. If there are any programs that you would like on this disk just record the number so you won't forget it. When you get to the end of the directory for disk #721 it will have 2 options. F1 for another disk or F7 for a hard copy. If you have other disks to check hit F1 and input the 3 digit number as you did before to view as many disks as you want. To return to the main menu hit the return key several times and it will return you to the main menu. If you want a hard copy hit F7 after viewing the directory. Remember you do need a printer to get a hard copy..... Anyway, as you can see it is easy and it will save you some time if you have the numbers of the disks you would like before going to a chapter meeting. Do try the other features of the cataloger program because you can use this program for several things including cataloging your own personal library. Roger Hoggard of Sof-Tex wrote and donated the program to the MCCC and I would like to Thank Roger for the time and effort he put into the cataloger program.

AMIGA VIRUS UPDATE

(This is the latest information down loaded from People Link on new viruses and new detection programs that will identify and destroy AMIGA viruses---Joseph Pate, LONGVIEW COMPUTER USERS GROUP, Longview, TX)

VIRUSX 1.21 Steve Tibbett

You can put VirusX in your Startup-Sequence. When run, it will open a small window so you know it's there (and it will display the occasional message in it). Whenever a disk is inserted into any of the 3.5" drives, that disk is automatically (SIC: Isn't it funny how some typos sound BETTER?) checked for the SCA virus, and also checked to see if it's boot sector is "Standard".

If VirusX finds a boot block it is suspicious about, it will present the user with a requester either warning him that the disk has the SCA virus, or telling that the boot code is nonstandard. In either case, you are given the option to either ignore it, or to remove it. VIRUSX 1.2 NOTES:

V1.21 is just 1.2 cleaned up a little bit. V1.2 is the same as 1.01, but also adds detection of the BYTE BANDIT VIRUS both in RAM and on disk. The old -C option on the command line is gone. VirusX will automatically check ALL drives for viruses as soon as the program is run. When VirusX finds

and removes the BYTE BANDIT VIRUS in RAM on a German A2000, the machine will sometimes crash. I don't know why this happens, but it works perfectly on the B2000 and the 500 and 1000.

BYTE BANDIT VIRUS

The BYTE BANDIT VIRUS is the main reason for this release of VirusX. What the BYTE BANDIT VIRUS does is, once it's in memory, it copies itself to just above the high memory pointer on the first hunk of RAM it can find (Which means it's not always in the same place), then wedges itself into the Interrupt Server chain, into the Trackdisk device's vectors, and creates itself a Resident structure so it can hang around after re-boot.

It watches EVERY disk inserted, and will write itself to ANY bootable disk that is inserted! This one can spread like wildfire - every disk you insert into your external drive during a session with this virus loaded will result in all those disks being infected. OUCH!!

Also, if you install a disk while this virus is going, it will just copy itself back to the disk which is why I had to wipe it from memory in VirusX 1.2.

Note that VirusX will check RAM for this virus as well as the disk. This was necessary as you can tell from the description above... Steve Tibbett

A SPECIAL NOTE TO ALL YOU SOF-TEX CUSTOMERS WHO CALLED FOR QUALITY WERVICE LAST MONTH, WE DO OUR BEST TO COVER ALL AREAS, BUT WE WILL JUST HAVE TO LIMIT OURSELVES TO QUALITY SERVICE. THANKS!!!

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VIEWBOOT V1.01 (c) 1988**LATE NIGHT HACKS 2 MAR 1988**

This program provides a convenient way of examining the boot block of a disk to determine the presence of a 'virus'. The program presently check for the existence of the AEK, SCA, LSD, and BYTE BANDIT viruses. If the virus check itself is defeated, the program still allows you to view the boot block of a disk in an ASCII format to check for character strings that may alert you to the presence of a virus.

VIEWBOOT may be called from either the CLI or the Workbench environment. When the program is first called, it will examine the disk in DFD and then present the contents of the boot block to the screen. You may then choose other drives present on the system to examine by way of an intuition type menu.

After VIEWBOOT has scanned a disk and found a virus, it will display a requester alerting you of it's find and state which virus it is. When a virus is found, VIEWBOOT allows you the option to erase it then or you can continue checking disks and delete it later.

VIEWBOOT also allow you to check your memory for the presence of a virus, and if not able to find any of the viruses mentioned above, it allows you to have a peek at the memory where the above viruses are found (0x7ec00 - 0x7f000) just to be sure. As it does after reading a disk, VIEWBOOT will display the memory in ASCII format so you can check for character strings that may alert you to the fact that a virus has made itself a nice warm home in your computer memory. **IMPORTANT NOTE**

When viewing your disks, here are some character strings to keep an eye out for: "Virus by Byte Bandit" (Byte Bandit Virus) - Sector 0 "Something wonderful has happened" (SCA Virus) - Sector 1 "Another future of programming" and "Spread by Micro-Master" (AEK Virus) - Sector 1

I've not seen the LSD Virus yet, but a couple of people have told me that the program picks it right up anyway. Brian Meadows. (MCCC Editor's Note: both VIRUSX and VIEWBOOT are available via the ASCII BBS and from our AMIGA Library)

Machine Language Routines for the Commodore 64/128 Todd D. Heimarck and Patrick Parrish

Harold Williams, MCCC

Compute! Books publishes many of the best reference manuals and programmers guides for Commodore computers. Machine Language Routines for the Commodore 64/128 by Todd D. Heimarck and

Patrick Parrish is one of their newer publications. This book contains over 200 machine language routines that are designed to be easily inserted into your own machine language or BASIC programs.

Machine Language Routines for the Commodore 64/128 is designed to be useful to both beginning and advanced machine language programmers. The routines range from simple to use kernel routines to manipulation of hi-res screens. Routines include character input/output, working with disk files, sprite manipulation, sound and music, arithmetic, sorting lists, searching lists, character conversion (ASCII, PETSCII, screen codes), custom characters, IRQ routines, hi-res graphics, and generation of random numbers. The routines fill over 480 pages. Routines are presented with a full plain English explanation, followed by fully commented assembler code. Each routine is presented within example code so the routine can be executed. Although this book is not meant to be a tutorial on beginning ML, the routines presented provide hundreds of examples of ML coding techniques and when particularly tricky coding is encountered the authors are careful to provide detailed documentation. Most of the routines work on both the 64 and 128. Detailed comments on how to modify them for the 128 are provided when necessary. There are a few routines that are provided in separate 64 and 128 format, and a few routines that are 128 specific.

The book also includes a reference guide to 6502 opcodes (the ML instruction set), and a section on ROM Kernel routines. The ML routines are indexed by topic and label. There is a companion disk that can be ordered from Compute! Publications. The disk contains source code for all the routines from the book.

Machine Language Routines for the Commodore 64/128 should be a welcome addition to any machine language programmers library.

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ARLINGTON/GRAND PRAIRIE**Janet Hamm**

Twenty one attended our May 16th meeting, which included two new members and a guest. President, Glen Herring, passed out information on The Quick Brown Box. He also reported sixteen members attended the Saturday-Grand Prairie Workshop. Vice President, Herschel Gibbs, reported that Tony Velez, club librarian, has added three new disks to our library.

Our program began with a demonstration on Print Shop by Janet Hamm. We all participated in creating and signing a thank you card for The Down Our Way Quartet, who entertained us at our April meeting. Then Brad Dumlar continued the program demonstrating Print Shop Companion. Brad has experimented with the border function as well as the creature maker and calendar creator, and demonstrated some of these. He then continued by explaining the graphic expansion capabilities of the graphics editor. To complete our program, Thad Herring demonstrated some features available on Geos and showed us how he has used it to produce an enlarged print recipe book for his grandmother. Two other members shared with us what they have been doing in the programming world. It was a very informative and interesting meeting.

The subject for our June program is astronomy. We hope to have a good

group! Come join us, Tuesday, June 21st at 6:30 pm in the Arlington Community Center. Don't forget our Saturday Workshop at 1:30 pm in the Grand Prairie Public Library on the second Saturday, June 11th.

**CHAPTER NEWS****FORT WORTH****Mary Louise Hagemeyer**

The Fort Worth Chapter had a lively BASIC workshop at our May meeting. We want to thank all the members who demonstrated programs they had

written. As an example of how powerful a single line of BASIC can be, here is a one-liner written by Jim Kaminski to read and display a sequential file:

```
10 OPEN#8,B,"filename":FOR I=0 TO 1:GET #8,A$:I=ST:PRINT A$;NEXT I:CLOSE#
```

We will continue the workshop in June, with something for both beginners and more advanced programmers. Again, we urge you to bring a program you wrote, so that we can see what others are doing with their computers. We will have reviews of several disks from the club library, too.

The meeting will be Saturday, June 11, at 1:30 p.m. in Room 1 of General Dynamics Recreation Area on Bryant-Irvin Road.

FORT WORTH NIGHT CHAPTER**Clay Sutton**

At our May meeting, Bruce Umbreit presented the program giving help for those of us with programs from companies no longer in business. We all have experienced difficulties with various programs, but it is even more frustrating if those who produced it are no longer available. Thank you so much, Bruce, for the fine presentation.

Our June meeting will be on June 20th at 7:00 pm at St. Elisabeth's Episcopal Church.

HURST-EULESS-BEDFORD**Cheryl Howard**

We want to apologize for any inconvenience caused in May to our group. Due to scheduling problems, our room was not available. So PLEASE NOTE THIS CHANGE in schedule for our June meeting. We will meet the second Saturday, June 11th at 1:30 pm in the Hurst Civic Center.

At this meeting, we will have two new disks available. One is full of educational exercises in the basic skills for grades K through 9 (some game-type activities). The other is full of FUN games. Both will be \$1 each through our library.

AMIGA CENTRAL**Tim Flynn**

Well, here we are with the year almost half over and instead of running out of steam our meetings just keep getting better and better. The open discussion

got pretty spirited when Richard

Bilgea (in the absence of Jack Smith) gave us our monthly dose of rumors that seem to thrive in the Commodore community.

Richard talked about all the great hardware and

software that will be available as soon as AmigaDOS 1.3 hits the shelves. Despite all expectations, I would not recommend holding your breathe until the event.

The open workshop for the Amiga will have taken place on May 26. If it was successful (e.g. enough people attended) tentative plans are to hold it every other month. This Cont. p. 12

**CHAPTER NEWS****NOBODY BEATS****BABBAGES**

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AMIGA CENTRAL Cont.

should be more than sufficient since everyone knows that an Amiga, a little knowledge, and some imagination can keep anyone occupied for at least two months.

Imagination was the main point of the May presentation. Barbara Cramer, the former MCCC newsletter editor, showed us another of her talents with a class on how to make music on the Amiga sound the way we want it to sound. After a short course on musical terms and definitions, Barbara gave a top notch demonstration on how to change the format of a song to make it more interesting. She even made Barry Manilow almost bearable. By making audience participation a major part of her presentation, we were treated to a lesson that will last long past the May meeting. Thanks for an innovative and interesting class Barbara.

Coming up:

In June we will get to hear a presentation on programming in Modula-2 from the man who wrote Benchmark Modula-2. Leon Frenkel, formerly of Avant-Garde Software, will talk on what has become the second most popular language for the Amiga after 'C'. July's meeting will give us that long awaited program on desktop publishing.

Till the next meeting, keep clicking on those keyboards and remember: the key to the Amiga is IMAGINATION. Imagine that.

AMIGA BY THE LOOP

Brent Wood

Our first meeting in our new meeting place went off without a hitch. I don't know how many had trouble finding the place or finding the meeting room, but just under thirty people were there in time to enjoy Barbara Cramer's music theory class.

Barbara took us through the steps involved in taking a music score from simple notes to something that you can stand to listen to. She pointed out that most scores available on BBS's and on disk are just the notes of the song. Instruments play a large part in music quality on the Amiga

and instrument selection is a major concern when you are composing on this machine. Her presentation was a mini-graduate course with hand-outs. VERY good! (If you see a score on a BBS with her name attached to it, GET IT! She spends hours getting things just right and it shows.)

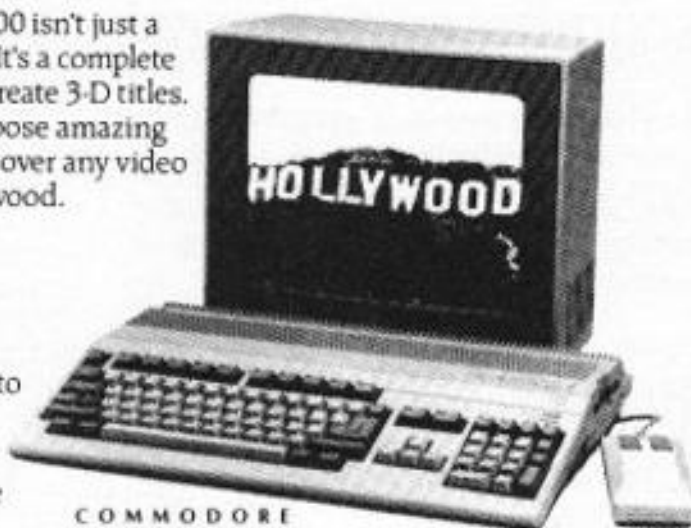
The next meeting will be June 14th at 7:30 pm. The Richland Hills Church of Christ is EASY to find. (A map was furnished last month.) Come in the front door and we'll be upstairs in room 208. Someone will be around to help you if you get lost. Just mention the meeting.

**CHAPTER NEWS**

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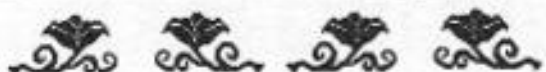


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			1	2	3	4 Directors N.R.H. Rec. Ctr Richland Hills 10:00 am 1st Saturday Harold Williams 483-0537
5	6	7	8	9	10 GET READY FOR A BIG WEEKEND!!! COMMODORE AT INF MART SAT AND SUN	11 H.E.B. FT. WORTH DAY ARL/GP WORKSHOP 1:30 PM Read details in Chapter News Call President
12	13	14 AMIGA LOOP R.H. CHURCH OF CHRIST N. Richland Hills 7:30 pm 2nd Tues Rick Schultz 281-3996	15	16 AMIGA CENTRAL Community Ctr. Arlington, TX 7:30 pm 3rd Thursday Bill Raecke 465-2014	17	18 MCCC NEWS DEADLINE!!! 3RD SATURDAY
19 DON'T FORGET DAD!!!	20 FT WORTH NIGHT St. Elisabeth Epis. Church FT WORTH, TX 7:00 3RD MON BILL JONES 295-8637	21 ARL/G. P. Community Ctr. Arlington, Tx 6:30 pm 3rd Tuesday Glen Henning 572-0489	22	23	24	25 JULY'S D'ACTORS N.R.H. REC CTR N. Richland Hills 10:00 am Harold Williams 483-0537
26	27	28	29	30		

JULY BOARD OF DIRECTORS MEETING WILL BE JUNE 25TH

MID-CITIES COMMODORE CLUB INFORMATION

THE MID-CITIES COMMODORE CLUB is a non-profit organization devoted to the collection and dissemination of computer knowledge, to the encouragement of computer education and to the use of Commodore computers in the home, at school, and in business. The appropriate and legal use of all types of software is encouraged by this club.

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Our meetings are open to all. Membership dues are \$20.00 a year and entitle the member to a monthly mailed copy of the MCCC NEWS, the club newsletter, library copying privileges, attendance at any or all chapter and club meetings as well as participation in the club-sponsored classes. An additional \$12.00 authorizes club members access to the MCCC ASCII and Graphics Bulletin Boards. Dues are payable for one year in advance.

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Non-members will pay commercial rates.

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